AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. (Currently Amended) A sampling pattern covering an array of pixels for use in an anti-aliasing system, where each pixel has a pattern of sample points at a mirror plane within the array of pixels, wherein the sample point pattern of each pixel is a mirror image of a directly neighboring pixel, mirrored in a mirror plane, and different from the pattern of [[a]] said directly neighboring pixel, wherein the mirror planes are located on the edges of the pixel, and the pattern has one sample point per pixel mirror plane, and wherein pixel values derived from said sample points are displayed on a screen.

2. (Cancelled)

3. (Cancelled)

4. (Previously Presented) The sampling pattern according to claim 1, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, a), (a, 1), (b, 0), and (1, b), and the (x, y) coordinates of the sample points for a neighboring pixel are related according to (0, b), (a, 0), (b, 1), and (1, a).

5. (Cancelled)

6. (Previously Presented) The sampling pattern according to claim 4, wherein the sum "a+b" equal to 1.

7. (Previously Presented) The sampling pattern according to claim 4, wherein a = 1/3 and b = 2/3.

8. (Previously Presented) The use of a sampling pattern according to claim 1 in a pixel anti-aliasing system.

9. (Original) The use of a sampling pattern according to claim 8 for processing a still image.

10. (Original) The use of a sampling pattern according to claim 8 for processing a video sequence.

11. (Currently Amended) A method for creating a sampling pattern covering an array of pixels for use in an anti-aliasing system, where each pixel has a pattern of sample points at the edges of the pixel, and defining the sample point pattern of each pixel so that it is a mirror image of a directly neighboring pixel, mirrored in a mirror plane, and different from the sample point pattern of [[a]] said directly neighboring pixel, wherein the mirror planes are located on the edges of the pixel, and the pattern has one sample point per pixel edge, and displaying pixel values derived from said sample points on a screen.

12. (Cancelled)

13. (Previously Presented) The method according to claim 11, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, a), (a, 1), (b, 0), and (1, b), and the (x, y) coordinates of the sample points for a neighboring pixel are related according to (0, b), (a, 0), (b, 1), and (1, a).

14. (Cancelled)

15. (Previously Presented) The method according to claim 13, wherein the sum "a+b" is equal to 1.

16. (Previously Presented) The method according to claim 13, wherein a = 1/3 and b = 2/3.

17. (Currently Amended) An anti-aliased image created by a sampling pattern covering an array of pixels for use in an anti-aliasing system, where each pixel has a pattern of sample points at the edges of the pixel, and defining the sample point pattern of each pixel so that it is a mirror image of a directly neighboring pixel, mirrored in a mirror plane, and different from the sample point pattern of [[a]] said directly neighboring pixel, wherein the mirror planes are located on the edges of the pixel, and the pattern has one sample point per pixel edge, wherein pixel values derived from said sample points are displayed on a screen.

18. (Currently Amended) An anti-aliasing system comprising a GPU, wherein the GPU is adapted to define a pattern of sample points at the edges of a pixel, wherein the GPU is adapted to define the sample point pattern of each pixel so that it is a mirror image of a directly neighboring pixel, mirrored in a mirror plane, and different from the pattern of [[a]] said directly neighboring pixel, wherein the mirror planes are located on the edges of the pixel, and the pattern has one sample point per pixel edge, wherein pixel values derived from said sample points are displayed on a screen.

19. (Original) The system according to claim 18, wherein the GPU is implemented in hardware.

20. (Original) The system according to claim 18, wherein the GPU is implemented in software.

21. (Previously Presented) The system according to claim 18, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, a), (a, 1), (b, 0), and (1, b), and the (x, y) coordinates of the sample points for a neighboring pixel are related according to (0, b), (a, 0), (b, 1), and (1, a).

22. (Cancelled)

23. (Previously Presented) The system according to claim 21, wherein the sum "a+b" is equal to 1.

24. (Previously Presented) The system according to claim 21, wherein a = 1/3 and b = 2/3.

25. (Currently Amended) A computer program product directly loadable into an internal memory associated with a CPU, said CPU being operatively coupled to a GPU for defining a pattern of sample points at the edges of a pixel, comprising program code for defining the sample point pattern of each pixel so that it is a mirror image of a directly neighboring pixel, mirrored in a mirror plane, and different from the sample point pattern of [[a]] said directly neighboring pixel, wherein the mirror planes are located on the edges of the pixel, and the pattern has one sample point per pixel edge, and program code for displaying pixel values derived from said sample points on a screen.

26. (Previously Presented) A computer program product as defined in claim 25, embodied on a computer-readable medium.

27. (Previously Presented) The sampling pattern according to claim 1, wherein the pattern has one and only one sample point per pixel mirror plane.

28. (Previously Presented) The sampling pattern according to claim 4, wherein a = 2/3 and b = 1/3.

29. (Previously Presented) The sampling pattern according to claim 11, wherein the pattern has one and only one sample point per pixel mirror plane.

30. (Previously Presented) The method according to claim 13, wherein a = 2/3 and b = 1/3.

31. (Previously Presented) The system according to claim 21, wherein a = 2/3 and b = 1/3.